Wilder Baldwin

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Education

2021 - 2024 B.S.c, Computer Science **University of Maine Orono**
Coursework: Data Structures, Machine Learning, Intro to Cyber Security, Software Enginering, Operating Systems, Computing Education, Web Development, Intro to Data Science

2024 - M.S., Computer Science **University of Maine Orono**

Experience

Software Developer - Black Bear Consulting Corps   Jan 2024 - Apr 2024

- Selected for internship program to collaborate with local businesses in support of their innovation.
- For Zal.ai: Designed database, RESTful API and ML pipeline with FastAPI and Postgres connecting our teams projects supporting automated career guidance by a SaaS provider.

Research Assistant - Privacy Engineering Regulatory Compliance Lab   May 2023 - present

- Gaining experience with software and policy research, NLP, privacy engineering, human subject research.
- Awarded grant to investigating frameworks for using LLMs and prompt engineering in support of software developers privacy focused SDLC. Built repository for efficient usage, evaluation and training of LLMs for in-domain tasks.

NER Review Manager   Sep 2023 - Apr 2024

- Contributed to open source github for annotating language model training data. Added VueJS components enabling groups of annotators to review and expand each others work for building more robust training data.
- Enhanced U/X for faster annotating and accessibility working with users in agile development to make annotating easier, and data more efficient for model training. Built testing frameworks into CI/CD pipeline to support future development.

Projects

Machine Learning for Cyber Security   Jan 2024 - Apr 2024

- Implementation of SOTA neural network anomaly detection based intrusion detection systems for network traffic with public datasets using PyTorch and Keras. Made app to expand and compare datasets, evaluation, and models.

Wayback Machine Interpreter   Sep 2022 - Apr 2024

- Application to gather and store data from the Internet Archive's Wayback Machine. Provides a variety of ML and NLP algorithms to build reports of internet pages over time, including changing sentiments of popular topics on the internet.

History of Programming Chess Machines   Sep 2022 - Dec 2023

- Web experience of the history of programming chess engines. Includes walk-through building various engines, CNN, Transformer, Monte-Carlo tree based with python. Typescript, React and ThreeJS for interactive UX.

Awards and Extracurricular

Guest Speaker COS 420 Software Engineering   Feb 2024
CUGR Academic Year Fellowship   Nov 2023
UMO computing club   Nov 2023 - present
Sekeh-Labs AI Bootcamp   Aug 2023

Skills

Languages: Python, Java, C, C++, JavaScript, TypeScript, SQL, SCSS, HTML
Tools / Frameworks: Docker, ReactJS, VueJS, PyTorch, TensorFlow, LLM, LangChain, FastAPI
Concepts: Software Testing, CI/CD, Machine Learning, NLP, Privacy by design, RESTful APIs